PEAK PERFORMANCE ROULETTE 1

INTRODUCTION

The croupier becomes an Automaton.

That is the description that has been given by researchers into one of the mysteries of the game of Roulette.

Automaton, is a name given to a machine like person.
That person, in this instance, is the casino croupier.

The casinos have not yet invented any other means to pick up and spin the bail, and at the same time spin the wheel, in the opposite direction.
Over, and over again, hundreds of spins per shift are carried out by each croupier.

This repetitiveness of their job is what P P 1 will be taking care of !

THE RESEARCH

Several Roulette systems in the past have targeted this repetitiveness, but I believe most were lacking strong money management.

P P 1 is not simple to play, but I have put together as much help as possible to ensure that you will know what YOU are doing, and be able to play it, to its full potential.

The money management part of P P 1 is the backbone to its great success.

The aim is to make a small quick profit and retire!
Go back for 2 more quick wins, and you have achieved everything as planned.

Research, and experience proves that very few players play roulette in a totally controlled manner.
A few quick wins and they are there for the day, or so they wished!

LAYING THE FOUNDATIONS

Prior to playing, I want you to go to the casino in order to build up some information on the croupiers who work there.

Collect as many continuous results off as many croupiers as possible, and mark their name next to their tist of results.

Twenty continuous results, per croupier, would be sufficient.

Try and get the results from at least 20 croupiers, this will give you a lot of information, and help you understand what to expect when the time comes to play.

Take the results home, and study each croupiers results in detail.

What you will be looking for are repeatable patterns, being performed by individual croupiers.

29
0 + 7
10 +18
16 + 3
28 +11
29 - 2
6 +17
11 + 4
22 +14

On the scorecard above you will note that the results have been recorded down the left hand side.

What I have then added, next to each result, is the distance that the ball travelled from the previous result.

Before I confuse you, each spin, the ball will actually travel between 20 and 30 revolutions before it comes down and lands on a number

The distance of travel, is just the landing position compared to the previous winning number, from where the ball was spun.

So the first spin was number 29, then the next result was zero.

I have then marked a +7 next to zero, indicating that it is 7 numbers further clockwise from number 29 on the wheel.

Should the shortest journey to the following number have been in an anti-clockwise direction, then a minus sign would have been put next to the number.

To look for repeatability you need to compare each result with the previous one In the same direction.

Take note that in most casinos the wheel is spun opposite to the previous spin.

On the scorecard you will see that zero compared with number 29, was 7 numbers further clockwise, so the spin after number 10 we would be predicting that the ball will again land +7 numbers further, and that number would be number 14.

The actual result in the example was number 16, and that is +3 numbers further.

If you had covered the numbers, in the 1/2 of the wheel where number 14 would be in the middle, then we would have won.

So to calculate the repeatability, a good sign is when the ball lands in half of the wheel where the target number falls in the middle.

Looking at the spin after the zero, we find that the ball again landed further clockwise, and was 18 numbers further.

So after the spin that landed on number 16, the next target number will be +18 and that is 15.

Check the half of the wheel that number 15 is in the middle of, and you will see that the next winning number 28, is in it.

Go through all the results in this manner, putting a circle around the spins that win.

If you have a selection of 20 results off a croupier, and you have circled more than half, then this is a good sign.

If you had covered half the numbers in the target section of the wheel, and won more than half the games, you would have walked away with a profit.

You will discover some croupiers are very repeatable, and out of 20 spins you may have won up to 15 times.

At the same time you will find some are very erratic, in which case you would have lost more than half of your spins.

On paper, create separate lists, of croupiers who are good, and also the ones who are bad.

Also, a group can be marked down as average and these are the ones who would have won between 9 & 11 out of 20.

You will find this group can vary, some will give out better results while some in this group will give out worse results.

The ones in the good group will usually stay good and most can be relied on.

However, the ones in the bad group usually stay bad, and at this stage will not be considered.

Once you have formed your groups, make another visit to the casino, and collect more results, especially off ones you already have, and compare these results also.

If you have 2 samples of results off the same croupier. did the good ones perform as expected, and were the bad ones still bad?

You will find the results are usually comparable.

If any that were in the average group, were more repeatable, you can now

switch them over to the good group, but if any did not perform in a repeatable manner, put them in the bad group.
Now you should have a good knowledge of who is good and who isnt, and on your future visits you can continue to build up this knowledge of identifying the desirable ones.

A,0

H,12 B, 21

G, 22
C, 6

F, 1
D, 11

E, 5

DESIGN OF THE SYSTEM

I decided to divide the wheel up into 8 sections.

I have already mentioned target numbers. They are the numbers where you have calculated the next spin of the ball to land.

Let us imagine the ball is to land on zero, then that is our target number.

The target number will be as close to the middle of the target area, which we will be covering, as shown on the scorecards.
So if zero is the target number, table A is how we will place our bets.

You will be covering 21 numbers, and I have found this is the most desirable

number to allow for fluctuations in the game.

I have done a lot of research in using more or less numbers, and have found that this is the optimum amount.

If you play more your overall profits are reduced, in the long term.
If you play less, then your win rate is reduced and that is a risk that is we are not going to take.

So 21 numbers will be covered for each section.

A,0

H,12 B, 21

G, 22
C, 6

F, 1
D, 11

E, 5

You always select the section that is closest to where you have calculated the ball to land next.
Should your calculation fall midway between 2 zones, then any of them would be OK.
However, I would go back to not the last spin in this direction, but the one in this direction before that.
If that result was a more clockwise, or anti clockwise result compared with the last one then I would use this as a guideline.

For example, our target is +4 from number 23, and that brings us to number 16.

This number is between E & F, so we have to choose one of them.

I would then check to see what the previous result was.

If it was a +10, then I would choose Section F, because it is more clockwise.
If it had been a -10, then I would have chosen Section E, because that is more anti clockwise.

When you have calculated which zone is to be covered, put all your concentration onto the chosen section, on the score card.
This shows you how your bets are to be placed.

As soon as the croupier has paid out the outside bets, start to place your chips as shown, making sure you do not place your chips too close to the winning number, until the paying out has finished.
Where you can put the bets down as 4 chips on a 4 corner or 2 chips on a split eta., place them down in this manner to make things less stressful

A win will give you a profit of 15 chips, and a loss will give you a loss of 21 chips.

MONEY MANAGEMENT

This is the key and the power to this method.
It is not just money management, but the actual style in how you play.
If you find the perfect croupier, you will walk up and obtain your chips.

Play and win the first 3 spins, then you cash in and walk away.
99% Of Roulette players will not do this!

99% Of Roulette players do not win over the long term !

If you play P P1 you will do this!

The target is to win the first 3 spins, and walk away with a profit of 45 units.

Becouse this will not always happen, should a loss occur, then the target will become anything of 30 units and over.

As soon as a profit of at least 30 units is made, then that is it, cash in!

You may be wondering that things look a little weak and timid, but you must get a psychological advantage.

Croupiers do not like to see you win too much, and it is part of their job to make sure you do not win too much!

So if you win the first 3 spins and cash in. they will be thinking that you have had a lucky win and have nervously took the money and run .

Should the game have dragged out, they wilt have seen you going up and down In your pile of chips, and when you eventually do cash in, they will be thinking that you are getting out before you start losing gain.

All these opinions are fine, they may even be untrue, but we will not be taking any chances. I have seen many attempts by croupiers to wipe out certain players, with a sudden change in style of spin.

A profit of at east 30 units has been made, so take a break or go and seek another good croupier.

Because you will be targeting an average of more than 30 units profit per game, 3 games will bring you an average of approximately 100 units profit, and that is all we need to win each visit.

If you win the first 3 spins of your first game, you would have made a profit of 45 units.

You will then only have to win the first 2 spins of the remaining 2 games, in order to make a profit of 60 units, which would give you a total profit of 105 for the 3 games.

If you had started off with 100 units, then just by playing 3 games you have doubled your bank.

A more secure method of play is to have a bank of 300 units, so if you played with $2 chips, that would be $600.
This will give you the confidence & backup, which always helps with the game
.

When your bank has reached $1,500, you should then use $5 chips for every game.

PLAYING FOR R5AL

I am now going to go through things as if you are at the casino, and also because I may have confused you!

You have created a list of desirable croupiers, and you are at the casino and notice a croupier who is in the good group.

You examine what their last 4 results have been, and if things are looking repeatable, then prepare to play.
Obtain a sufficient amount of coloured chips. If you are playing $2 value chips, then $100 worth would be sufficient for your initial attempt.

On your score sheet write down the last few results and the distance between each spin.

Dont play the first spin as you sit down, but take note of the distance of travel of the last spin.

Lets suppose it is +5. You will have this in your mind so that whatever number the first spin lands on, your first bet on the following spin will be to target 5 numbers clock wise from this number.

The first spin, which you are not playing, lands on number 11.

Immediately, you count 5 numbers clockwise from number 11, and you arrive at number 5.
This is actually the middle number of the bottom target zone, letter E, so your bets will be placed as they are on the E table.

This will cover the bottom half of the wheel.

As soon as the croupier has paid the outside bets, immediately start to place your bets as they are arranged in table E.

Don t get too close to the winning number, until the dolly has been removed. Complete the placing of your 21 chips as soon as possible.

To make things easier where there are 4 numbers together, place 4 chips on the 4 corner, 2 numbers, place 2 on the split etc.-..

When all 21 chips are down, mark down the result of the last spin and count how many numbers this one had travelled from the previous result.

Lets suppose it travelled 11 numbers anti clockwise, then you will write -11 next to the number.
The ball and wheel are spun and the winning number is 33.

You have it covered, so you will make a profit of 15 units.

Straight away, it should be in your mind that the next target is going to be-11 from number 33.

This brings you to the number 27.

Now you will have to see which target is the closest to number 27.

Target C is the closest, so this is where you will place your bets for the next spin.

You will place them as they are arranged in table C, for the next spin.

When you have placed all your bets down, then it is back to the last result, which is 33 and you mark it down on the scorecard and also the amount of travel this number is from the previous spin which was number 11.

In this instance, you will mark down +8 next to the number 33.

Although the previous spin in this direction, we had a +5, we will now ignore that one and just follow what the latest result is.

You always follow what the last amount of travel was in the same direction.

The ball and wheel is spun and the ball lands on number 13, and we win again.

We make another profit of 15 units.

Our next target is going to be +8 from number 13, which is number 24.
The closest target is E again, so this is the area which will be covered for this third spin .

After you have placed your bets, again mark down the last result and the amount of travel, which is -10.

The ball and wheel is spun, and the winning number is 9, and again we have it covered.
Because we have just won our first 3 bets, that is the end of this session.
We have won a total of 45 units.

BETTING PROGRESSION

The aim of this method is to make money, and to make as much as possible without bringing too much attention to ourselves.

Our main target is to finally play all games with $25 chips.

A 3 game session, bringing a profit of 100 units, would return a profit of $2,500.

As you bank all your winnings and staying at this level of betting, you start to create a tremendous buffer and any unexpected losses are quickly absorbed.

List of betting levels and an indication of when you should start to raise your bets:

START

PLAY $2 CHIPS . A BACKUP OF 300 UNITS REQUIRES A BANK OF $600.

BANK REACHES $ 1,500
YOU PLAY WITH $5 CHIPS.

BANK REACHES $3,000
YOU PLAY WITH $10 CHIPS, (2x$5 PER NUMBER).

BANK REACHES $7500
YOU PLAY ALL FURTHER GAMES WITH $25 CHIPS.

Although a bank of 300 units is required, with some good fortune and playing in a very careful and controlled manner, you may be able to make this 300 unit bank from your winnings, if you bad started off with smaller backup.

THE TIME TO PLAY

You will find that the croupiers are more repeatable, when they are well into their shift. I have also noticed some amazing results with croupiers coming off the night shift. Probably the only thing on their mind is getting into bed.

During your many visits, and the examination of results, look closely for any trends with individual croupiers.

You may find some who are good when they are doing things with a certain hand, or maybe when they are spinning in a certain direction.

I have witnessed and exploited these situations on many occasions.

If you feel that it may be a little daunting, putting the bets down when It is time to play for real, train up a friend or partner so that they can put half of the bet down for you.

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